

CODEMASTERS™



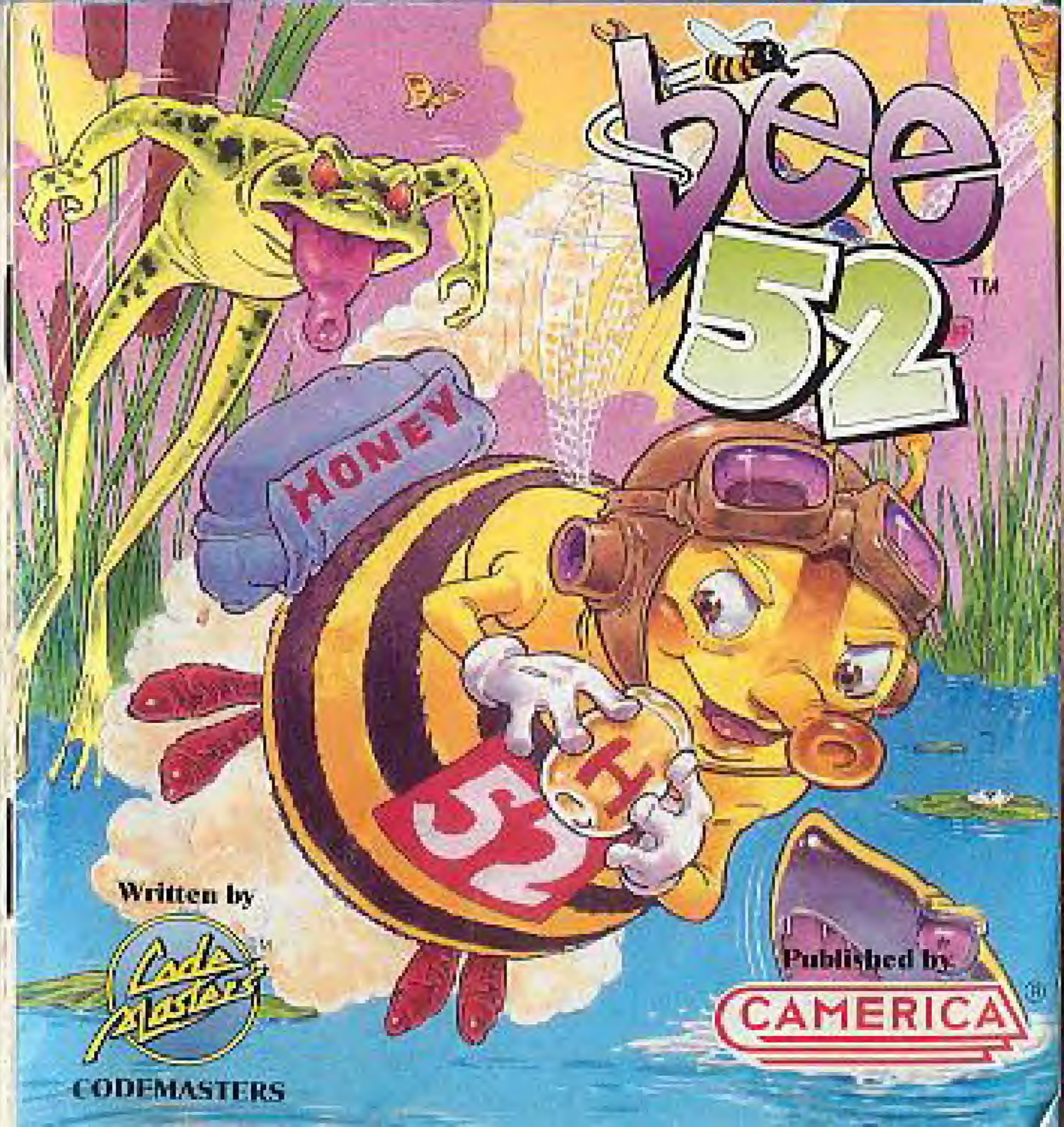
ABSOLUTELY BRILLIANT!



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Written by



CODEMASTERS

Published by





CODEMASTERS™

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camera will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

CONTENTS



MIND YOUR OWN BUZZNESS

1

STINGING IN THE RAIN

2

IN THE BEE-GINING

3

CONTROLS

4

FLIGHT OF THE BUMBLEBEE

5

A STING IN THE TAIL

6

A FRIEND IN NEED?

7

INSECT POWER!

9

HINTS AND TIPS

11



Bee 52



Bee 52

MIND YOUR OWN BUZZNESS



Who'd have thought that the success of major preserve distributor 'Really Nice Honey' depended almost exclusively on one worker.

Not a white or blue collar worker but a black and yellow-striped worker-you! A series of mishaps have befallen your co-workers and now it's up to you to ensure the continuing success of 'Really Nice Honey'.

The days are getting shorter and colder, your queen is relying on you to protect the reputation of the hive and it's rough out there!



A TANGLED WEB



WATER TROUBLES

1

Why Not Try "Really Nice Honey" On Your Bread - It's As Good As Any Other!
Really Nice Honey advertising slogan

STINGING IN THE RAIN



As Bee 52, your job is to collect nectar to fill the jars that keep Really Nice Honey in business.

The relatively simple task of collecting the nectar from the flowers is made extremely hazardous by the motley gang of Ghastlies who attempt to chase, ambush you or just blow you away! These guys, coupled with unknown territory, certainly separate the men from the larvae!

If you want an extra challenge get a friend to take up the gauntlet as well with Bee 53!



SKINNER IN ACTION



GRASSHOPPER AMBUSH

2

IN THE BEE-GINNING ...



TIMER- If the sand runs out while you are still playing you lose a life.

SCORE- Displays your current score.

HONEYPOT- The honeypot shows how much honey you have back at the hive. When the pot is full you have completed the stage.



BEEs- These indicate how many lives you have remaining, but it does not actually display any more than 3.

SPOON- The spoon shows how much nectar you are carrying by dropping down as it fills. After visiting 3 flowers you have to return to the hive, where the nectar is transformed into honey to fill the pot.

3

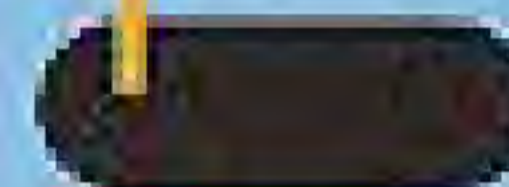
CONTROLS



Joypad - Moves Bee 52 up, down, diagonally, etc.,

Select - Is used on the one or two player option.

Start - Begins game and pauses the game while playing.



B - Activates Bee 52's secret weapon - his sting!



A - Fires Bee 52's spit attack and the attack of his sidekick "Junior"

4

FLIGHT OF THE BUMBLE BEE



There are two routes through the game; one begins at the front door of the hive, the other at the back door.



Simply move Bee 52 to the left or right door to choose. Take note of the advice below the doors though!



A BEE'S DUTY

Outside, your primary objective is to collect nectar by guiding Bee 52 into the flowers. As the game progresses you need more nectar to make a full pot!



A GOOD DAY'S WORK!

"Suitable For Absolutely Any Age Group"
Really Nice Honey advertising slogan

A STING IN THE TAIL



When your spoon is full, return to the hive to empty it into the pot. But beware! The Ants are out to steal the honey.



KITCHEN GUARDIANS

They head for the hive and, once in, take some honey from the pot. If one does get into the hive all is not lost. Dash inside and throw him out!



VENUSIAN FLYTRAP

On later levels ants are replaced by Swamplings. These little critters float towards the hive in gas bubbles. Once again, sting them to save the honey.



BEE HEAVEN

"It Makes A Tasty Alternative To Dry Bread"
Really Nice Honey advertising slogan

A FRIEND IN NEED?



There are loads of pick-ups for Bee 52 to collect to aid him in his torturous task.

These are located at different points throughout the game- its up to you to

discover them! **CLOSE ENCOUNTER**

Most however are gained by shooting down the Pick-up Carrier. You'll see a lot of this guy from Stage 2 onwards.



Bee 52



SWAMP-SHOOT

When you blow him away he leaves behind a pick-up bubble. Fly into the bubble to get the pick-up.

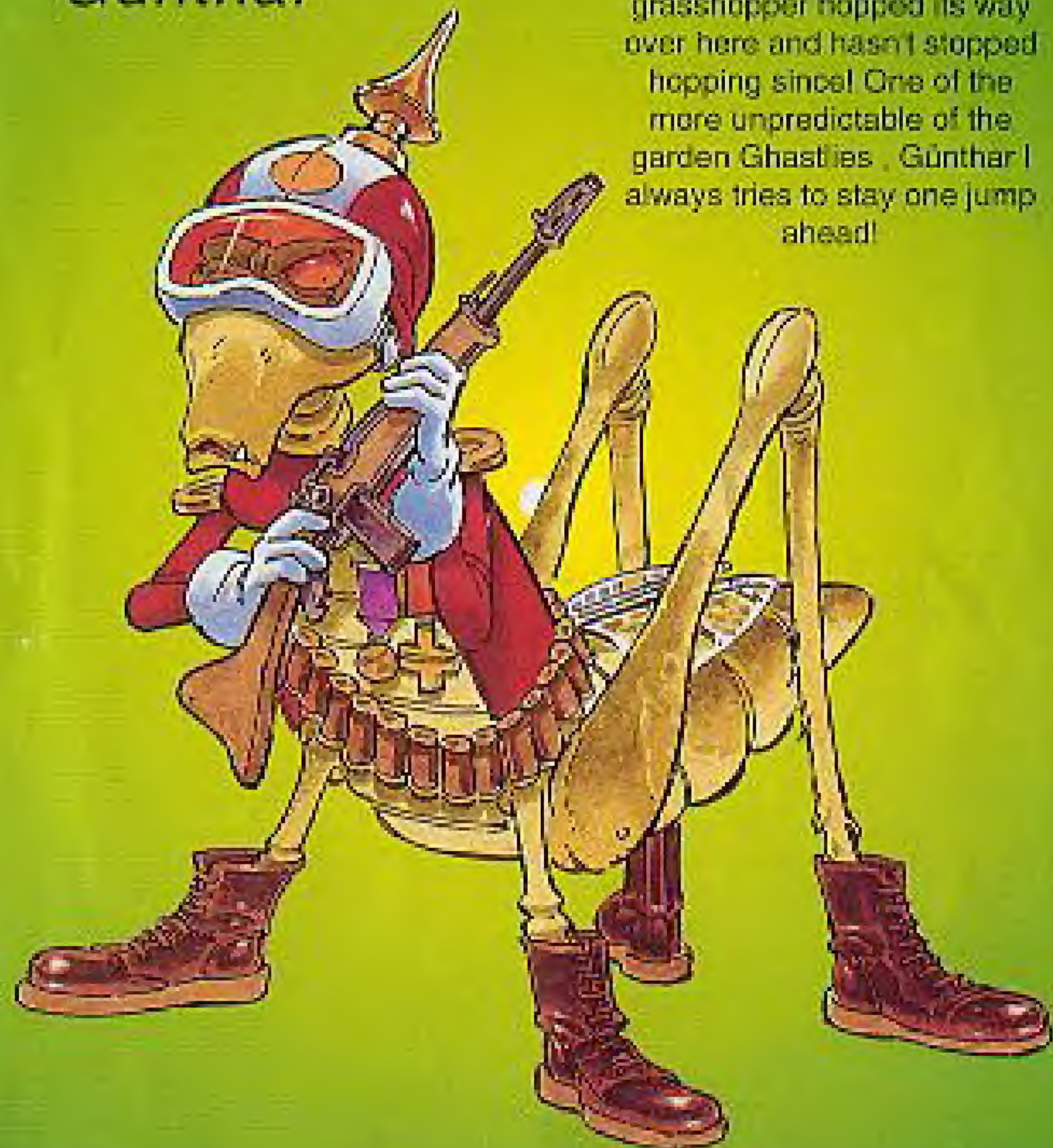


BEE 52 AND JUNIOR

*"Keep A Bee Employed- Eat Honey"-
Really Nice Honey advertising slogan*

Günthar

This Austrian strain of grasshopper hopped its way over here and hasn't stopped hopping since! One of the more unpredictable of the garden Ghashies, Günthar always tries to stay one jump ahead!



INSECT POWER!



Luckily there are a lots of pick-ups for our hero to collect! But remember when you lose a life you lose your pick-ups too!



JUNIOR- this little fellow adds to your firepower! And will guard you with his life.



BOMB- A smart bomb which is triggered by hitting A and B together, wasting all enemies in sight!



AUTOFIRE- Bee 52 fires automatically while the A button is held down.



RAPID-RELOAD- Allows Bee 52 to shoot in rapid succession



1 UP-This pick-up grants you an extra life!



MEGASHOT- Gives Bee 52 a far more powerful shot



SHIELD- Collect this to give Bee 52 an invincible shield!



SWAY- Enables Bee 52 to fire 3 shots at a time, in lethal formation!



SUPER-STING- Gives Bee 52 a deadly stinger!

Schlobber

This most loathsome and slimy denizen of the garden tends to drop in at the most unexpected times! As he cozes off branches you'll be left wishing you'd brought some salt with you!



Skinner

You find Skinner and his cronies in the foul smelling swamps- or rather they'll find you! They don't take kindly to innocent nectar-seeking *Apis Mellifera* invading their territory and some nifty shooting or a fast getaway is advised!



HINTS AND TIPS



Some of the pick-ups are hidden in various holes throughout the game. For instance, try looking through the garden fence...

When the SHIELD icon is collected make good use of it because it doesn't last forever!

On the GET READY screen certain Joypad combinations may provide some added help. Here's a clue to one:-

Robin Always Banked on A Bad START

Try not to go too far from the hive for too long as you will need to get back in time to rescue your honey from those greedy ants!

The RAPID-RELOAD coupled with AUTOFIRE is devastating!!

11

*"The Very Best Honey That Money Can Buy-
In Our Opinion"*

Really Nice Honey advertising slogan

Swamplings

These evil critters are just about the greediest little meanies in the swamp. Leave the hive unattended for long enough and these guys happily clean it out for you- of honey!



Vicious Sid

He's sneaky, mean and tough and just one of the many honey-grabbing ants who constantly lay siege to your sacred hive. When there's honey at stake they just won't take "No Way!" for an answer!





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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.



From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be runaway best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

- This device may not cause harmful interference and
- This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.